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A Handful: Star Wars

A rule modification (so-called "hack") of the game A Handful for the Star Wars setting. Players will take on the roles of courageous X-wing pilots of the Rebel Alliance fighting against the overwhelming power and tyranny of the Galactic Empire.

We recently started playing a play-by-post campaign in the Star Wars universe, where X-Wing pilots fight against Imperial TIE fighters, which uses the rules of our game A Handful (you can download the rules from this link). Originally covering the gameplay of World War II pilots, we had to modify the rules a bit to fit the new environment. Since we enjoy the new adaptation, we thought that if you would like to try the same gameplay, we would put together our adaptations and make them available to you. First of all, it should be said that we do not claim any rights to use the realities and names, they belong to their owners. This is an amateur and enthusiast project that has nothing to do with official Star Wars products and was intended only for our own entertainment.

Changes to the rules of the game A Handful:

- The "Gain Height" action is now called "Gain Advantage."
- The “Photo of a Girl” rule is replaced with the “Use the Force” rule (see box).
- The "Hanging on the opponent" rule is expanded (see box).
- The Alliance (which the player pilots fly for) has a much looser rank structure than the RAF. In gameplay, all pilots have the rank of lieutenant, swarm leaders are captains, and squadron leaders are commanders. As a result, character upgrades are not tied to ranks (since they don't change much), but only to enemy aircraft being shot down.
- Due to the fact that, unlike in World War II, pilots have a better chance of survival (and more characters will survive missions), it is recommended to improve pilots' attributes not once every 2 kills, but once every 3 kills.
- When attacking large targets (battleships and large space stations), pilots have a new attack method available (in addition to direct and zigzag attacks):

Astromechanical droid (astromech, astrodroid)

Most Rebel fighters (see below) carried an astrodroid on board.

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Simon Liu, Star Destroyer Crash, by-nc-sa 2.0 resource

Use the Force

The Force is an energy field that connects all living beings in the galaxy and binds it all together. Some individuals can unknowingly

This was a type of droid that served as an automated mechanic, performing a variety of maintenance and repair tasks, and for smaller ships, serving as a replacement for the navigation computer. Astromechs monitored the aircraft's performance, found and fixed technical problems, and redirected power sources to the necessary subsystems, optimizing the ship's performance. The droid could hold up to ten hyperspace vector coordinates in memory, and many had sufficient intelligence and experience to perform pre-flight preparation and taxiing. Many Rebel fighters relied on astromech co-pilots.

Most atromechs could only communicate through written output, translated by another computer, or through a code consisting of clicks, beeps, and similar sounds. Some ships had automatic astromech translators to facilitate communication.

The Astromech Co-pilot is controlled by the pilot player, who chooses what to do. The Astromech has a number of actions stored in its memory that it can perform each turn at the pilot's command (depending on the type of droid - the R5 series can store three actions, while the R2 has four). These actions can be changed between missions to prepare for the next deployment. The actions that the player can choose from before flying are as follows:

- redirecting energy to weapons (adds a +2 bonus to Shooting),
- redirecting energy to deflector shields (an enemy that shoots at the fighter has a −2 penalty per hit),
- redirecting energy to the engines (adds a +2 bonus to Piloting),
- re-cast the discarded shields (this action takes two rounds – i.e. the astromech must perform this action for two rounds without interruption, the shields are then restored),
- calculate a hyperspace jump (can only be done in space; basically, it performs the Escape action for the pilot - for this action, the ship receives an escape token, and while the astromech focuses on calculating, the pilot can maneuver the ship and perform actions with escape tokens; if the ship is hit during the jump calculation (shields knocked out, damaged), it will lose one escape token it currently has).

R5 series

It is a low-cost version of the astromech droids produced by Industrial Automaton. It builds on the success of earlier astromech droids, most notably the popular R2 series, but is stripped of some of its features in order to keep the droid's price down as much as possible. Due to the reduced cost, the droids of this series were plagued by a number of design flaws - most notably their surly behavior and brash attitude, which were the result of a lack of personality matrix.

They were not very popular with Rebel pilots, as their high profile made them an easier target for enemy lasers on the back of an X-Wing, but the Alliance desperately needed any functional droids and their low cost was an advantage.

It will keep three commands in memory (you can change

use this field to temporarily enhance their abilities and make things possible that would otherwise be seemingly impossible.

The Force can only be used once per mission and must be declared before the roll. It allows the pilot to roll 4 dice on the next roll and choose three better rolls (or remove one of the worst ones) to return the result to three dice. If Debt is used on a roll where the player used the Force, they only reroll three dice (the result of the roll). The fourth die from the previous roll does not appear in the next roll.

The power can be restored after use by winning a roll, which in a sense restores the pilot's faith in life, giving him hope and self-confidence.

Hanging behind the opponent – expansion

If a pilot is suspended behind an enemy aircraft and another enemy aircraft attempts to suspend behind him, he has a choice of how to react - he can choose to maintain his own suspension, in which case the enemy will suspend behind him without a roll; or he can choose to cancel his own suspension, in which case he can react to the attempted suspension and roll as normal.

Trench raid

Pilots attacking large ships attempted to fly as close to their surface as possible ("stick to them") to avoid enemy fire. Fighters and fighter-bombers could thus deliver their deadly payloads of torpedoes and bombs to critical locations while being protected from most defensive weapons, provided they had sufficient protection from enemy fighters. X-wing and Y-wing pilots were particularly successful against Imperial-class Star Destroyers and other battleships, whose armaments were designed to attack other large ships and were of little use against targets as small and agile as their craft.

which ones it will have loaded in memory between missions).

R2 series

A combination of sleek design, strong marketing, and good timing made it one of the most successful astromech series ever. Unlike its predecessors, such as the R1 series, the R2 droids were designed specifically to fit into and be adapted for military fighter slots. They were very popular with pilots of the Old Republic and later the Rebels, with some droids still in service decades after their production.

It will hold four commands in memory (you can change which ones are stored in memory between missions).

Rebel Alliance aircraft

T-65 X-Wing starfighter (X-Wing)

Incom fighters, commonly known simply as X-Wings (for their distinctive cross-shaped wings), were multi-role combat vehicles used in large numbers by the Rebels during the Galactic Civil War. Equipped with deflector shields, an onboard hyperdrive, an astromech (for repairs and navigation), and proton torpedoes, these fighters were able to successfully launch hit-and-run raids on Imperial bases, convoys, and ships.

- In addition to **the pilot, it is** also commonly equipped **with an astromech** droid (see the Astromech droid section); the pilot can fly without one, but the machine will then be unable to perform hyperspace jumps (which only an astromech can calculate).
- The aircraft has 2 hull damage points and 1 shield damage point (damage goes to the shields first, only when they are knocked out will it take damage - further hits go to the ship's hull; the astromech can re-deploy its shields during battle).
- It has laser cannons with unlimited ammo (dealing 1 damage on hit) and a pair of proton torpedo launchers (which can be used while hovering or attacking and deal 2 damage); the aircraft carries 3 torpedoes per launcher (3 shots).

RZ-1 A-Wing interceptor (A-Wing)

It was a fast and agile little machine, shaped like an arrow. It was designed by Kuat Systems Engineering, which was inspired by older Republic fighters. The A-Wing was all about tremendous speed at the expense of armor and heavier weapons. Unlike its rival TIE Interceptor, another similarly maneuverable fighter, it had shields and a hyperdrive, allowing it to operate independently of larger ships.

- It is piloted , cannot be equipped with an astromech, but has a hypersonic engine.
- The A-Wing has deflector shields, but only 1 point of hull damage (it is destroyed after a direct hit to the hull).
- It is one of the fastest fighters in the entire Galaxy; the pilot has a +2 bonus to Piloting.

The attack was typically carried out by a trio of aircraft in a triangular formation, with the two rear aircraft protecting the lead aircraft with their shields. The leading aircraft usually carried devastating weapons that could seriously damage the target.

- It requires a team of three ships and lasts 2 rounds like other raids. All ships use the ship's proximity to the surface and the trenches on its hull to avoid fire (anti-aircraft guns suffer a -2 penalty to the roll).
- Only the leading machine makes the attack (it gains +4 to the roll; that is, +2 for each of the machines protecting it).
- Both rear planes cover the lead plane with their own shields and fuselages. Enemy fighters firing at planes in formation have a +4 roll bonus (i.e. +2 for each plane covering the lead plane). Each hit goes to both protecting planes first. Only when they are destroyed can the enemies hit the lead plane.

Note:
Anti-aircraft guns on large ships usually fire with a base characteristic of 4 (i.e. 4 + roll) due to the number of barrels they fire at attackers and their overlapping fields of fire.

has a +3 bonus to Piloting.
- It has a pair of laser cannons with unlimited ammo (deal 1 damage on hit) and a pair of missile launchers (which can be used while hovering or flying and deal 2 damage); the aircraft carries 6 missiles per launcher (6 shots)

BTL-S3 Y-Wing (Y-Wing)

It was a fighter-bomber created by Koensayr Manufacturing and designed to fight its way to its target, deliver its deadly payload of explosives, and then get away again. It was a tough machine with good shields, but it was slow and clumsy compared to other Alliance aircraft. These disadvantages were partly offset by the number of proton torpedoes it could carry. The BTl-S3 was the most common configuration of the machine that could be encountered. In this configuration, a pilot flew the aircraft, and a second crew member was a gunner who operated a rotating ion cannon located above the cockpit.

- It has a crew of two (**pilot** and **gunner)** and is also equipped **with an astromech** droid (see section Astromechanic droid); the machine can fly without a droid, but the machine will then not be able to jump through hyperspace (which only an astromech can calculate) or without a gunner (then it is impossible to use the ion cannon).
- The aircraft has 2 hull damage points and 1 shield damage point (damage goes to the shields first, only when they are knocked out will it take damage - further hits go to the ship's hull; the astromech can re-deploy its shields during battle).
- It is slower and less maneuverable; the pilot has a −2 penalty to Piloting – it has two front laser cannons with unlimited ammunition (they deal 1 damage on hit; −1 to Shooting when firing with them).
- It has an ion cannon (which is controlled by the gunner, rolls its Shooting on hit and does not otherwise add any other bonuses) that can fire at any machine that targets the Y-wing's own action (if it hits an enemy fighter, it knocks out its shields and has a 50% chance of immobilizing the target; if it hits a target without shields, it automatically immobilizes it).
- It has a pair of proton torpedo launchers (which can be used while hovering or attacking and deal two damage); the aircraft carries 5 torpedoes per launcher (5 shots) and 20 proton bombs (usable only against large ships or static targets).

Galactic Empire aircraft

TIE/LN starfighter (TIE Fighter)

It was the standard Imperial fighter, used in huge numbers throughout the Galactic Civil War. It was considered by many to be a symbol of the Emperor's armed power. They were designed to attack in large numbers and simply overwhelm enemy aircraft. The machines were cheap to produce and were

considered replaceable. In an effort to reduce costs, they were stripped of everything that was not directly needed for this type of combat - they had no deflector shields (so they could only rely on their maneuverability as a defense), they lacked life support systems (so pilots had to be in spacesuits the entire time they were flying), they had no hyperdrives (so they were completely dependent on larger ships to transport them to move between systems), and in order to save money, they also lacked landing gear (they had to land on special landing systems on ships or ground bases). In addition to their numbers, TIE fighters also excelled in their great maneuverability.

- It is piloted , cannot be equipped with an astromech, and does not have a hyperjump engine.
- The machine is very fragile, has no shields and only has 1 point of hull damage (it is destroyed after being hit).
- It is very agile, the pilot has a +2 bonus to Piloting rolls.
- It has laser cannons with unlimited ammo (they deal 1 damage on hit).

TIE/IN Interceptor (TIE Interceptor)

A new solar panel design gave the Interceptor its unmistakable barbed look, while providing pilots with better visibility and reducing the profile that enemies could target. It was the fastest fighter in the Imperial arsenal and was greatly feared by its enemies.

- It is piloted , cannot be equipped with an astromech, and does not have a hyperjump engine.
- The machine is very fragile and in its standard configuration has no shields and only 1 point of hull damage (it is destroyed after being hit).
- It is one of the fastest fighters in the entire Galaxy; the pilot has a +3 bonus to Piloting – it has four laser cannons with unlimited ammunition on the wingtips (they deal 1 damage on hit) and also has new targeting software, thanks to which the targeting computer can offer better accuracy even during complex maneuvers; a +1 bonus to Shooting.

TIE/sa Bomber (TIE Bomber)

TIE bombers were the Empire's primary attack bombers. They were larger and less maneuverable than TIE fighters, but like them, they lacked shields. They were designed for precision bombing of ground targets and the destruction of larger starships. They had highly accurate targeting computers and could carry a deadly arsenal of missiles or bombs that could destroy virtually any target. The Empire used them to bomb rebel planets and starships, where these bombers could deliver devastating strikes with terrifying accuracy.

- It is piloted , cannot be equipped with an astromech, and does not have a hyperjump engine.
- The machine is more massively built than TIE fighters, but it has no shields – it has 2 points of hull damage.

- It is slower and very clumsy due to increased armor, and the pilot has a −4 penalty to Piloting.
- It has a pair of fixed laser cannons with unlimited ammo (they deal 1 damage on hit).
- It carries missiles or heavy bombs from the following selection on board - 16 concussion missiles, 12 proton torpedoes, 6 space mines, 4 proton bombs or thousands of propaganda leaflets.

Large ships (damage)

Alliance fighters usually have the ability to attack larger ships (most often escort ships such as corvettes and frigates, and occasionally large cruisers and battleships). If the shields of such a ship are down and the attacking aircraft hits the ship with a direct hit, then a pair of six-sided dice are rolled to determine how much damage the ship is damaged:

> **1–2 / The ship is shaken!** (A hit near the ship. The ship is not seriously damaged, but its crew is shaken, it has to restart some systems and is unable to fire for a short time before returning to combat.)
>
> **3–7 / The ship is damaged!** (The ship has been damaged and its functionality has been somewhat limited: Some weapon systems have been destroyed, its top speed is limited, some sensors have been destroyed and its weapon targeting is therefore limited; however, it is still capable of fighting.)
>
> **8–9 / The ship is immobilized!** (The engines have been destroyed, and although the ship is otherwise capable of firing and continuing to fight, it cannot move or jump out of the system.)
>
> **10–11 / Ship Destroyed!** (The ship was destroyed, the order was given to abandon it, and while part of the crew was killed, the rest are trying to reach the escape pods and get away.)
>
> **12 / Ship shattered!** (The ship's power core overloaded and the explosion shattered it into pieces. None of the crew survived.)

Using these categories and changing the ranges of the dice results (in the case of large battleships, there will be a much greater chance that if hit, the ship will only be shaken and not damaged or destroyed) it is possible to simulate attacks on most larger ships within the system.

Conclusion

With these rules it should be possible to cover most situations of a galactic civil war. Of course it is possible to add more machines, more rules and more options to this core. At the moment we want to use the same rules and pilots for ground combat with blasters in hand, we have tried it in other environments and it worked very well, if it works here, you may find the refined rules in one of the other Drakkars. We hope you will like this fan-made ruleset and let us know if you decide to try it!

May the Force be with you!